

Kerbal Space Program - Bug #23688

Thrust Limit is not capped with KAL-1000 Controller

09/23/2019 12:12 PM - Mach56

Status:	Acknowledged	Start date:	09/23/2019
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Parts		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Description: KAL-1000 Controller can give engines negative or excessive thrust

Steps to Replicate:

- 1) Make a craft with some form of control, an engine (and fuel tank if required), and a KAL-1000 controller
- 2) Under action groups, assign thrust limit to the controller
- 3) Drag nodes until the curve goes outside the box, above for excessive thrust, below for negative
- 4) Launch the craft and make sure that the KAL-1000 controller is in a region that goes outside the allotted space

Expected: Engine will stop thrusting/reach max thrust with curve goes below or above the editor respectively

Result/Observed: Engine will either produce more thrust than it is normally capable of, 0 but generate fuel, or negative thrust with no other effects.

History

#1 - 10/07/2019 11:35 AM - AHHans

- Platform Linux added

I can confirm this. I had to change the angle of the curve at the support point(s) to make the curve leave the allowed region but then the bug works as described by the OP.

#2 - 10/09/2019 07:02 AM - Mach56

As AHHans notes, I forgot to mention that the angle of the points needs to be changed to make the curve go outside the box, the points themselves are properly capped.

#3 - 10/16/2019 11:27 PM - victorr

- File Overpowered Engine at 128173 percent thrust limit.png added

- File Nodes can make lines go out of bounds.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

The bug is pretty fun to play with. You can probably make a ship violate the rocket equation.

#4 - 10/21/2019 09:57 PM - victorr

- Assignee set to victorr

#5 - 02/15/2020 04:18 PM - Poodmund

victorr wrote:

The bug is pretty fun to play with. You can probably make a ship violate the rocket equation.

Yeah but that's a pretty big breakdown of game mechanics and physics.

#7 - 07/02/2020 02:26 PM - gabrielmcf

Please! Please don't fix this issue! It's the most fun thing to play with, since the invention of sex toys. This is for me a big feature, since it's not a problem if you are not using KAL with engines, it might be an option to activate in KAL.

#8 - 07/06/2020 03:11 PM - victorr

- Status changed from Confirmed to Acknowledged

- % Done changed from 10 to 100

#9 - 07/08/2020 09:00 PM - gabrielmcf

Is this fixed in the 1.10.0.2917 release?

Files

Overpowered Engine at 128173 percent thrust limit.png	2 MB	10/16/2019	victorr
Nodes can make lines go out of bounds..png	1.98 MB	10/16/2019	victorr